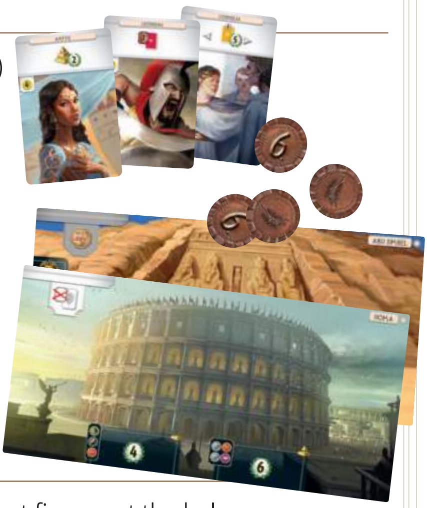
ANTOINE BAUZA

7 WONDERS™ LEADERS

"Politics is the art of ruling free men." (Aristotle)

CONTENTS



- 2 Wonder boards (Roma and Abu Simbel)
- 55 Leader cards separated into 3 decks:
    - Standard (34 cards)
    - Expert (15 cards)
    - Cities (6 Bonus cards)
- 18 Coins worth 6
- 1 score pad
- 3 Description of New Effects sheets
- This rulebook

OVERVIEW

This expansion to *7 Wonders* lets you put great figures at the helm of your civilization: **Leaders**.
Represented by 55 new cards, they will each influence the development of your City in their own way.
This expansion slightly changes the base rules to *7 Wonders*, but the victory conditions remain the same.

ELEMENTS OF THE GAME

WONDER BOARDS

Roma and **Abu Simbel** are only used if playing with this expansion.

LEADER CARDS

Leader cards each represent a unique leader.
They are different than Age cards and show a new design on the back.
Their cost must always be paid in Coins.

Note: The 6 Bonus Cities cards can only be used if playing with both the Leaders and Cities expansions.

COINS

New Coins worth 6 are added to the reserve.

Note: In these rules, when you see "x Coins," the "x" corresponds to the total value of your Coins. In other words, "Take x Coins" means you take coins worth a total of x.

SCORE PAD

This score pad assists you in counting victory points gained through the *Leaders*, *Cities*, and *Armada* expansions.

DESCRIPTION OF NEW EFFECTS SHEET

These sheets provide a complete explanation of all the new symbols in the game.

SETUP

Setup follows the normal *7 Wonders* rules with the single exception of players receiving **6 Coins** at the beginning of the game (instead of 3 as in the base game).

GAMEPLAY

Gameplay follows the normal *7 Wonders* rules with the exception of two new phases:

A. Selection Phase (at the beginning of the game)
B. Recruitment Phase (at the beginning of each Age)

A. SELECTION PHASE

Randomly and secretly deal **4 Leader cards** to each player.
Remaining **Leaders** are put **back in the box**.

Note: *For your first few games with the Leaders expansion, we recommend only using the Standard Leader cards.*
When you are familiar with this expansion, shuffle the Expert cards with the other Leaders.

- Simultaneously and secretly choose **1 Leader card** from those in your hand and put it face down in front of you.
- When all players have chosen their card, pass your hand of cards **to the neighbor on your right**, still keeping them face down.
- Repeat the previous two steps until you receive and keep a single card from your neighbor.

At the end of this phase, all players will have a hand of **4 Leaders**.

Age I can now begin.



B. RECRUITMENT PHASE

At the beginning of each Age, during this phase, simultaneously choose 1 of your **Leaders** and place them face down in front of you.

Leader cards can be played in 3 ways:

A. Recruit this Leader
B. Construct a stage of your Wonder
C. Sell this Leader

A. Recruit this Leader

To recruit this **Leader**, reveal your card and pay its cost in Coins (which are then returned to the reserve). Place your recruited **Leader** face up next to your Wonder board. From now on, you can benefit from its effect.

The cost of certain **Leaders** depends on **the current Age**.
Therefore you will pay 1 Coin in Age I, 2 Coins in Age II, and 3 Coins in Age III.

Note: To make things easier, we recommend putting Hannibal and Caesar with your Red cards (military buildings), and Euclide, Ptolemy, and Pythagoras with your Green cards (science buildings) with the corresponding symbol.

B. Construct a stage of your Wonder

You can use your **Leader** to construct a stage of your Wonder following the normal *7 Wonders* rules.

C. Sell this Leader

You can sell your **Leader** to take **3 Coins** from the reserve and add them to your Treasure following the normal *7 Wonders* rules.

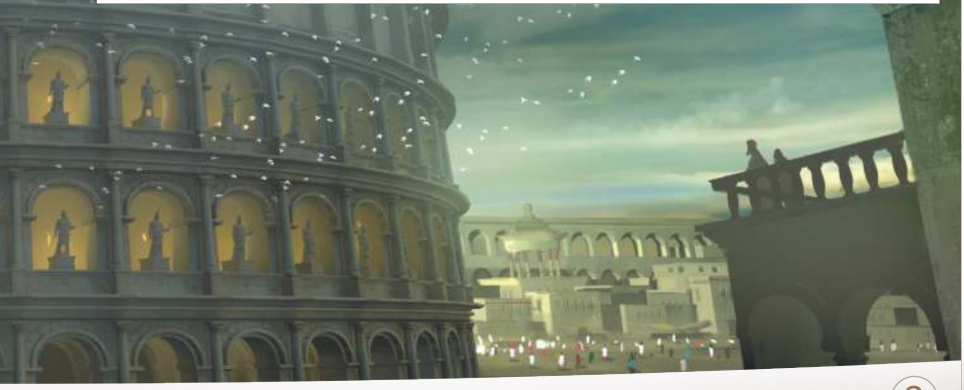
Once Recruitment is finished, the Age can begin following the normal *7 Wonders* rules.

Keep your remaining Leaders face down in front of you; you'll use them during the next Recruitment phases.

RECRUITMENT IN AGE III

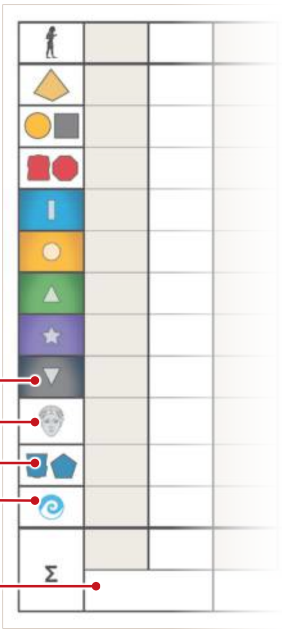
During Recruitment at the beginning of Age III, each player will have 2 **Leader** cards. **Choose 1** that you will play normally and return the unchosen **Leader** back in the box.

Note: If you're playing with the Night side of the Roma Wonder, keep all of your Leaders in front of you, even the unchosen Leader in Age III.



END OF THE GAME

The game ends at the close of Age III, after the Resolution of Military Conflicts. Proceed to scoring victory points following the normal base game rules.



On this line, note the total victory points provided by your **Leaders**.

Cities Expansion

Armada Expansion

Total for team game (Cities and/or Armada)

CLARIFICATION ON GREEN CARDS

In this expansion, it is possible to have more **identical science symbols** than in the base game.
Check how many identical symbols you have for each type of symbol and refer to the table below to calculate your victory points:

Number of identical symbols	1	2	3	4	5	6	7	8	9
Victory points	1	4	9	16	25	36	49	64	81



CREDITS

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